EPYX®
COMPUTER SOFTWARE

Computer Activity Toys

G.I. JOE
A REAL AMERICAN HERO®

TOP SECRET BRIEFING MATERIALS

INSTRUCTION MANUAL

for the Apple® Home Computers

Game Program Designed By Ray Carpenter and Jeff Johannigman
Apple Version by K-Byte

EMERGENCY BRIEFING OF ALL G.I. JOE® PERSONNEL BY FIRST SERGEANT DUKE

Alert Status: Code Red

"OK, listen up! I've got it straight from ol' Five Stars himself: G.I. Joe® is up against it this time, and it'll take everything we've got to pull it off.

"COBRA™ has mounted an all-out effort to achieve their ultimate goal: total global dominance.

"One look at the Computerized World Hot Spot Map tells the story. COBRA has terrorist forces deployed worldwide. They've never been stronger or better equipped.

"Fortunately, neither have we.

"Our job: whip them before they topple governments and wreak havoc in every corner of the civilized—and not-so-civilized—world. 'Use any means necessary,' it says here. I take that to mean that we are to use our wits as well as our weapons.

"We've got the most sophisticated weaponry the world has ever seen. And each of us is a specialist, a walking, talking weapon in his or her own right. Headquarters assures me that we'll be assigned according to our strengths. We'll see. One thing is clear, though: COBRA has got to be stopped, and right NOW."

OBJECTIVE

Defeat COBRA forces worldwide. Engage in personal combat in order to capture COBRA agents, or take on COBRA's H.I.S.S. tanks with G.I. JOE Heavy Equipment Assault Vehicles.

Study the dossiers of both the G.I. JOE and the COBRA personnel. Making the best match-up is vital to the success of the mission—and to the survival of the free world!

GETTING STARTED

- Set up your Apple® Home Computer as shown in the Owner's Manual.
- Plug in your **JOYSTICK** as shown in the Owner's Manual.
- Insert your G.I. JOE program disk into the disk drive with the **SIDE 1** label facing up, and the oval cutout pointing towards the back. (You will be prompted when to flip the disk over to **SIDE 2** and press the **SPACE BAR.**)
- Turn the computer and the disk drive **ON.** The game will automatically load.

STARTING PLAY

While the program is loading, the G.I. JOE title screen and music come on. When the red light on the disk drive goes out, press the **SPACE BAR** or move the **JOYSTICK** in order to continue.

COMPUTERIZED WORLD HOT SPOT MAP

When the Computerized World Hot Spot Map appears, there is not a moment to lose! The flashing points on the map indicate areas of intensive COBRA activity.

COBRA activity is of two types. The shape of the flashing hot spots on the map tell you which type of mission G.I. JOE will face.

- **ROUND** flashing hot spots lead G.I. JOE into Heavy Equipment Confrontations. G.I. JOE's assault vehicles go up against COBRA armored units.
- **PLUS SIGN** flashing hot spots indicate Personal Combat—one-to-one warrior action!

To select any flashing hot spot, move the **JOYSTICK** or press keys **I, J, K,** and **M** until the selector box covers the hot spot you want to tackle. Then press the **FIRE** button (button **1**) or the **RETURN** key.

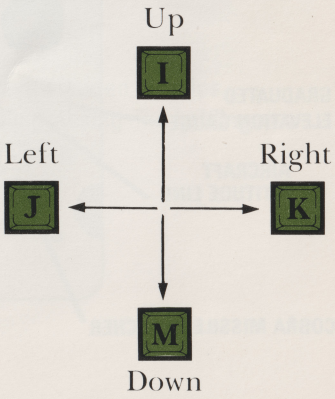
COBRA ENEMY SCREEN

The COBRA Enemy Screen appears, showing you eight COBRA agents, and a view of the terrain on which you'll be fighting.

- Your COBRA enemy is selected by the computer. Move the **JOYSTICK** or press the **SPACE BAR** in order to continue.
- In the Heavy Equipment Activity, press the **Ctrl** key to control the G.I. JOE Heavy Equipment. Move the **JOYSTICK** or press the **RETURN** key in order to continue.

Note: Anyone who appears behind bars has been captured and is not available for use at this time.

These are the **JOYSTICK** and **KEYBOARD** controls that you will use throughout the game.



HEAVY EQUIPMENT CONFRONTATION

The G.I. JOE Heavy Equipment Arsenal and Personal screen shows four G.I. JOEs across from their assault vehicles.

- Ace pilots the Skystriker jet.
- Wild Bill flies the Dragonfly helicopter.
- Steeler controls the Motorized Battle Tank (MOBAT).
- Clutch controls the VAMP jeep.

To select any one of the available G.I. JOEs, move the star symbol by using the joystick in **PORT #2,** and then press the **FIRE** button or **SPACE BAR**.

You will see the G.I. JOE Heavy Equipment assault vehicles leaving the G.I. JOE top secret armory. When preparations are complete, you'll be transported to the battle scene.

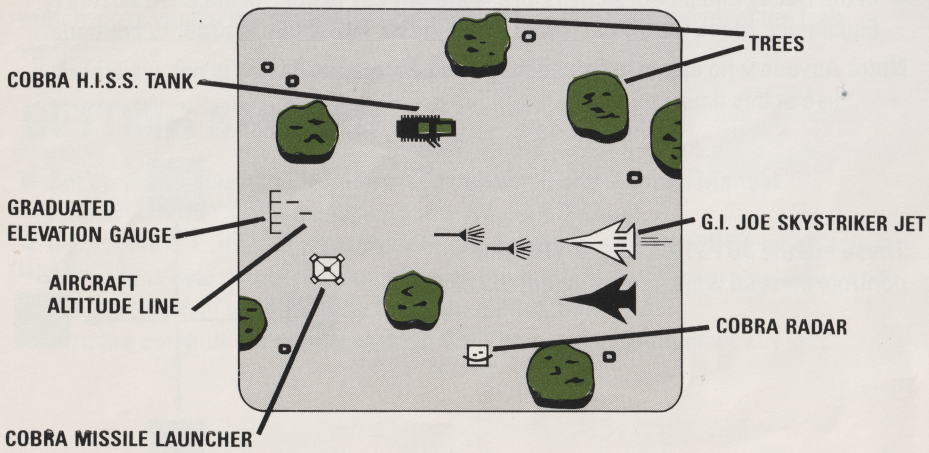
TAKE TO THE SKY

You fly the Skystriker jet or the Dragonfly helicopter by using the joystick in **PORT #2.**

Altitude

Control your altitude with your **JOYSTICK** or by pressing keys **I, J, K** and **M.**

- Push the **JOYSTICK FORWARD** or press the **I** key to descend and land.
- Pull the **JOYSTICK BACK** or press the **M** key to climb.
- Move the **JOYSTICK LEFT** or **RIGHT** or press keys **J** and **K** to turn or bank the aircraft.
- Watch your altitude! If the **Aircraft Altitude Line** starts to flash, you are flying too low and may crash into low-lying obstacles.



Weapons

G.I. JOE aircrafts come equipped with an unlimited supply of air-to-land missiles. To fire, press the **FIRE** button or **SPACE BAR.**

SkyStriker faces a special challenge! COBRA missile sites can launch ground-to-air heat-seeking missiles. When a heat-seeking missile is coming at you, your console begins to beep. Escape if you can!

GROUND MANEUVERS

Steering

To control the MOBAT tank and the VAMP jeep.

- The **JOYSTICK** or keys **I, J, K** and **M** drive the vehicle.
  - Press the **JOYSTICK FORWARD** or press the **I** key to move ahead.
  - Pull the **JOYSTICK BACK** or press the **M** key to go backwards.
  - Move the **JOYSTICK LEFT** or **RIGHT** or press **J** and **K** keys to turn.

Artillery Fire

- Button **2** on the **JOYSTICK**, or **Ctrl** and **I, J, K** and **M** keys control the direction of your shots.
  - Press button **2** on the **JOYSTICK** and move the **JOYSTICK LEFT** or **RIGHT** or press and hold the **Ctrl** key and press **J** and **K** keys to rotate the launcher.
  - Press button **2** on the **JOYSTICK** and pull the **JOYSTICK BACK** or press and hold the **Ctrl** key and press the **M** key to raise the launcher elevation for distant targets.
  - Press button **2** on the **JOYSTICK** and push the **JOYSTICK FORWARD** or press and hold the **Ctrl** key and press the **I** key to lower the launcher for close targets.
  - Press the **FIRE** button or **SPACE BAR** to shoot.

Learn to judge the correct angle of your shots by using the long bar next to the **Graduated Elevation Gauge.** But beware! If the long bar begins to flash, you are too close to an object. If you fire, you will be blown up and taken prisoner, or your missiles will not fire.

Special Feature

Unknown to COBRA, the VAMP jeep comes equipped with guided missiles. Once launched, use the **JOYSTICK** or **KEYBOARD** while pressing and holding button **2** on the **JOYSTICK** or the **Ctrl** key to steer the missile.

BATTLE'S END

If G.I. JOE's heavy equipment vehicle crashes or is destroyed by COBRA artillery three times, COBRA or G.I. JOE headquarters will appear. The next time you see the G.I. JOE Heavy Equipment Arsenal and Personnel Screen, that fighter's face will be behind bars. It's up to the others—for now, at least!

If you succeed in destroying all eight COBRA H.I.S.S. tanks, stop your vehicle or land your aircraft. ALL the captured G.I. JOE team members will be freed, ready to return to action.

Press the **JOYSTICK** button or the **SPACE BAR** to return to the Computerized World Hot Spot Map.

PERSONAL COMBAT

- Select your G.I. JOE team member with the **JOYSTICK** or **KEYBOARD** and press the **FIRE** button or **SPACE BAR.** Get the COBRA agent before they can get you!
- You are the G.I. JOE team member of your choice, opposing a computer-selected COBRA agent.
- Move the **JOYSTICK** or press **I, J, K** and **M** keys to move your G.I. JOE team member in any direction. Press the **FIRE** button or **SPACE BAR** to shoot. Be quick and aim carefully!

Know your G.I. JOE team and COBRA agents. Consult their dossiers. Watch them in action. Learn their strengths and weaknesses. It can make the difference between capturing a COBRA agent and being taken prisoner.

Note: If you selected a **PLUS SIGN** flashing hot spot from the Computerized Hot Spot Map, Duke will now appear onscreen and order you to turn the disk over.

- Wait for the red light on the disk drive to go off.
- Remove the disk from the disk drive.
- Turn the disk over and reinsert it into the disk drive.
- Move the **JOYSTICK** or press the **SPACE BAR** to continue.

STATUS BARS, TROOP NAMES, AND TARGETS

A status bar, target, and the initials of both G.I. JOE (G) and COBRA (C) appear in the upper left corner of the battle screen. G.I. JOE's is on the left; COBRA's is on the right.

Bars
The longer a bar, the better that fighter is doing physically. As G.I. JOE (indicated by the blue bar) or the COBRA agent (indicated by the red bar) is injured, their bar shortens.

The number of hits a fighter can take depends on how strong he or she is and how powerful their opponent's weapon is.

Troop Names
The troop names of G.I. JOE (G) and COBRA (C) also change color each time one of them is defeated. The names begin white on a black background. When one of them has been defeated, the background will turn violet. If the same trooper loses a second time, the background will turn green when they are captured.

Targets
The target underneath each status bar tells you whether or not that fighter's weapon is ready for use. Blue or red means ready for use; black is reloading. You'll hear a high-pitched tone for G.I. JOE and a lower-pitched tone for COBRA when that fighter's weapon is reloaded.

Know your weapon! Light weapons (a laser pistol, for example) reload very quickly and do not cause much damage.

Heavy weapons (a flamethrower, etc.) reload slowly, but do a lot of damage.

PERSONAL COMBAT RESULTS

If your G.I. JOE team member defeats his enemy twice, or if he's captured, you'll see G.I. JOE or COBRA headquarters.

Remember: G.I. JOE and their COBRA counterparts are clever, and no jail can hold them for long! When you've completed one assignment, there's always another COBRA agent out there somewhere causing trouble. The struggle goes on!

Note: Duke will appear onscreen again and instruct you to turn the disk over. Repeat the same steps as before. Then press the **FIRE** button or **SPACE BAR** to return to the Computerized World Hot Spot Map. As long as there is a flashing trouble spot on that map, G.I. JOE has work to do!

G.I. JOE PERSONAL COMBAT PERSONNEL

Confidential

Code Name: DUKE
Weapon: Submachine Gun
Specialty: Airborne Infantry
Fluent in French, German, Han Chinese and South East Asian dialects. Refused a commission in 1971. Commands by winning respect. Current assignment: Acting First Sergeant, G.I. JOE team. Will fight anywhere, anytime.

Code Name: BLOWTORCH
Weapon: Flamethrower
Specialty: Infantry Special Weapons
Familiar with all flame projection equipment. Powerful weaponry, although slow.

Code Name: GUNG-HO
Weapon: Hand Grenades
Specialty: Jungle Warfare/Recon
"The hairiest, scariest, craziest jarhead that ever scratched, kicked and bit his way out of... Parris Island!"

Code Name: RECONDO
Weapon: Rifle
Specialty: Jungle Trooper
Hates the cold, loves heat. When he's in the jungle, he feels he owns it, everyone else is trespassing. Steady, reliable.

Code Name: ROADBLOCK
Weapon: Heavy Machine Gun
Specialty: Infantry Heavy Weapons
Native of Mississippi, accustomed to warm climates. Formerly a gourmet chef. Immensely strong and solid.

Code Name: SCARLETT
Weapon: Power Crossbow
Specialty: Intelligence
Martial arts expert, awarded first black belt at age 15. Qualified expert in multiple weaponry. Primary military profile: Deadly; good sense of humor. Good utility person. Quick, responsive.

Code Name: SNAKE-EYES
Weapon: Uzi Submachine Gun
Specialty: Infantry
Trained in jungle, desert and arctic survival. Expert in all NATO and Warsaw Pact small arms. Lightning reflexes.

Code Name: SNOW JOB
Weapon: Laser Rifle
Specialty: Arctic Trooper
Best in cold climates. Expert in small arms. Good support; reliable backup.

Code Name: SPIRIT
Weapon: Arrow-Launching Rifle
Specialty: Infantry/Tracker
Served in South East Asia. Small arms expert. Agile, fast on his feet. Excellent reflexes. Mystical background: Shaman, spiritual.

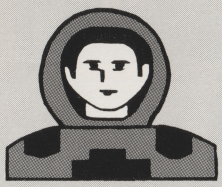
Code Name: STALKER
Weapon: Laser Rifle
Specialty: Infantry
Urban street fighter in youth. Fluent in Spanish, Arabic, French and Swahili. "Moves like a jungle cat—silent—fast—strong."

Code Name: TORPEDO
Weapon: Harpoon Gun
Specialty: Sea, Air and Land (SEAL)
Former SCUBA instructor. Black belts in three martial arts. Expert in most small arms, explosive devices. Deliberate in his action.

Code Name: ZAP
Weapon: Bazooka Soldier
Specialty: Engineer
Specialist in armor-piercing and anti-tank weapons; also functions as demolitions man. Steady under high-stress situations.

G.I. JOE HEAVY EQUIPMENT PERSONNEL

Confidential



Code Name: ACE
Assault Vehicle: SkyStriker Jet
Specialty: Fixed-wing pilot/Intelligence
Ace would rather fly than do anything. Formerly Senior Instructor U.S.A.F. fighter weapons squadron "The Aggressors". Called Ace for his love of cut-throat poker. It isn't gambling, as he never loses.

Code Name: CLUTCH
Assault Vehicle: VAMP Jeep
Specialty: Transportation
Former mechanic involved in racing street machines. Excellent driver. Risk-taker. Expert in most small arms.

Code Name: STEELER
Assault Vehicle: Mobilized Battle Tank (MOBAT)
Specialty: Armor
Blue collar middle-class background. ROTC through college. Worked as a heavy equipment operator. Top of class out of Armor School. "Young, reckless, often clashes with authority... but he's one tough soldier!"

Code Name: WILD BILL
Assault Vehicle: Dragonfly Helicopter
Specialty: Helicopter Pilot/Aircraft Armorer
Served as combat infantryman before Flight Warrant Officer School. Amiable and slow-talking, fancies himself a country and western singer. Totally honest, but not above spinning a tall tale.

COBRA AGENTS

Confidential

Code Name: ENEMY LEADER aka COBRA COMMANDER
Weapon: Laser Pistol
Specialty: Intelligence
Fanatical leader, rules with an iron fist. Desires absolute power, total control of the world, its people, wealth and resources. Relies on revolution and chaos. "Probably the most dangerous man alive."

Code Name: BARONESS
Weapon: High Density Laser Rifle
Specialty: Intelligence
Spoiled daughter of European aristocrats; former student radical turned terrorist. Qualified with multiple small arms and H.I.S.S. tank operation. Moves quickly, quietly.

Code Name: DESTRO
Weapon: Wrist Rockets
Specialty: Weapons Manufacturer
COBRA's major weapons supplier. Goes with the highest bidder. Treacherous, methodical.

Code Name: FIREFLY
Weapon: Bombs
Specialty: Sabotage, Demolitions
Terrorist expert in all NATO and Warsaw Pact explosives and detonators. Does maximum amount of damage with a single charge. Deadly, highly effective firepower.

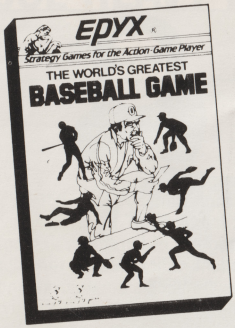
Code Name: MAJOR BLUDD
Weapon: Rocket Launch Pistol
Specialty: Tactical Weapons Expert
Mercenary. Brilliant tactical mind. Proficient with every form of infantry weapon in current use. Effective weapons use, slower-paced performer.

Code Name: SCRAP-IRON
Weapon: Armor-Piercing Missiles
Specialty: Tank Destroyer
Believed to be the product designer for Destro's armaments company. Methodical and precise. Weapons of his are called "brilliant". Highly effective, devastating.

Code Name: STORM SHADOW
Weapon: Bow
Specialty: COBRA Ninja
Assassin. Traces his family history through 30 generations of assassins. Eighth degree black belt in five martial arts.

Code Name: ZARTAN
Weapon: Self
Specialty: Disguise
Can alter his skin color at will. Ventriloquist, linguist, contortionist. Appears on battle field and takes the shape of any of his enemies, even to the point of carrying identical weapons.

REAL-LIFE SPORTS ACTION GAMES FROM EPYX!



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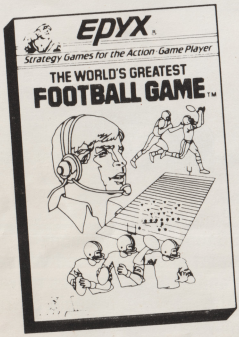

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